

Gundancer – Alternate Class Advancement (Monk Specific)



So I got to thinking about what I did last and figured that this conversion may be better suited to being built specifically for the Monk class.

This is a class advancement that can be chosen at 3rd Level in the place of a classes normal selection of specializations for a class. Note that the levels noted below where a character would gain an effect may change based upon the class.

Gun Mastery

Starting at 3rd level, the character learns the way of the gun and is highly skilled in the use of firearms. They gain proficiency in all high-tech simple weapons and martial pistols (if they do not already possess those proficiencies). When using a pistol or other single handed ranged weapon in melee combat the character is no longer at disadvantage on their attack rolls against targets that are within 5ft of them. The character is also at advantage against any attempts to disarm them of their pistols while they are being wielded. In addition to this, your pistol attacks are treated as monk weapon and you may use them as part of your bonus attack. You may also initiate a Flurry of Blows for 2 ki (instead of 1) when using a pistol, and when you hit a target with one of your Flurry of Blows actions you may use of the following:

- **Disarming Shot:** You may use your pistol to disarm an opponent of a held weapon. When a target is hit by the attack that this applies to the target is forced to make a Strength save against a difficulty of 8, + your proficiency bonus, + your Dexterity modifier. If they make the save they retain hold of their weapon. If the save fails, then the weapon is knocked from their hand and lands 5ft away from them.
- **Got Your Gun:** When you are in melee, you can choose to disarm an opponent if they are wielding a firearm. The target must make a Strength save against a difficult of 8 + your proficiency bonus + your Dexterity modifier. If they succeed they retain hold of their weapon. If they fail their save you remove their weapon and if you are unarmed you may wield it, (you must have enough free hands to use it).
- **Hamstring:** If your ranged attack hits you halve the opponent's movement until the end of your next turn.

Ki Slinger

At 6th level the character possesses the following Ki abilities.

- **Attuned Pistol:** You may attune yourself to a pistol (or at least 2 pistols if you dual wield). When using these pistols, you may treat them as if they were magical if they are not. Attuning yourself to a new pistol(s) requires an hour of time spent meditating. You may also use the attuned pistol as part of your monk's bonus action instead of an unarmed strike.
- **Stunning Shot:** You may use the Stunning Strike feature at a range via your pistol. you must expend 2 ki points (instead of just 1) in order to use this.
- **Haste:** The character may cast the Haste spell as an action or bonus action, and expend 3 Ki, (no components are needed). Once cast, the spell cannot be cast again until the character has taken a long rest.

Firestorm

At 11th level the character may use their action to fire one shot or a burst of shots (if the pistol is automatic) at every target within range, to a maximum of 1 target for every 2 class levels of the character. Each affected target may only be shot at with a single shot or burst. The exact number of shots that can be fired is limited to the weapon's ammunition. An attack roll is needed for each target. No bonus actions can be taken when using this feature. After this is used a long rest is needed before it can be used again. You also must have enough ammunition/shots available in your weapon to use this.

Absorb Energy

At 17th level you gain the ability to absorb energy as part of their Deflect Missiles reaction. The character must spend 2 Ki when using this. This allows the character to absorb an amount of damage as HP equal to either the damage roll of the attack, or Deflect Missiles roll, (whichever is less).

ALTERNATIVE BUILD

Gun Mastery

Starting at 3rd level, the character learns the way of the gun and is highly skilled in the use of firearms. They gain proficiency in all high-tech simple weapons and martial firearms (if they do not already possess those proficiencies). When using a firearm or other ranged weapon in melee combat the character is no longer at disadvantage on their attack rolls against targets that are within 5ft of them. The character is also at advantage against any attempts to disarm them of their firearms while they are being wielded. In addition to this, when you spend a ki point as part of an action or bonus action to do one of the following:

- **Disarming Shot:** You may use your firearm to disarm an opponent of a held weapon. Instead of doing damage your target must make a Strength save against a difficult of 8 + your proficiency bonus + your Dexterity modifier. If the target succeeds, they hold onto their weapon. If they fail, the weapon is knocked from their grasp, landing on the ground 5ft away from them.
- **Got Your Gun:** You can choose to disarm an opponent if they are wielding a firearm. The target must make a Strength save against a difficult of 8 + your proficiency bonus + your Dexterity modifier. If they succeed, they retain hold of their weapon. If they fail their save you remove their weapon and if you are unarmed, you may wield it. If you still have a bonus action you may use it to make an attack roll against the target you just disarmed.

- *Dead Eye*: When you make an attack roll with a ranged weapon your attack ignores half cover and three quarter's cover. You also negate shield bonuses as well.

Dodge Fire

At 6th level the character possesses an improved capacity to evade ranged attacks made against them.

- By expending their bonus action, the character may apply a +2 bonus to their AC (akin to a bonus from using a Shield) against just ranged attacks.
- On the characters turn they may choose to use their bonus action to completely dodge all ranged attacks made against them and expend 3 ki points for the feat.
- *Haste*: The character may cast the Haste spell as a bonus action for 3 ki points (no components are needed). Once cast, the spell cannot be cast again until the character has taken a long rest.

Firestorm

At 11th level the character may use their action to fire one shot or a burst of shots (if the weapon is automatic) at every target within range, to a maximum of 1 target for every 2 class levels of the character. Each affected target may only be shot at with a single short or burst. The exact number of shots that can be fired is limited to the weapon's ammunition. An attack roll is needed for each target. No bonus actions can be taken when using this feature.

Absorb Energy

At 17th level you gain the ability to absorb energy. As a reaction, when hit with an attack that does not do Slashing, Piercing, or Bludgeoning damage, you may attempt to absorb it. The character must make a WIS save against either the spell DC, or against damage of the weapon (in the case of energy-based weapons). If you are successful, damage is negated from a single attack made against you. The energy absorbed heals 1d6 damage per die of damage in the attack. Each use of this costs 6 ki points.